The Sword \square \square \square \square \square \square \square (Next level at 7 + current level) Look Name: Human: Excalibur, Chrysophylax, Sting, Brisingr Material Color: Black, Red, White, or Orc: Meat Carver, Flesh Render, Kinslayer, Death Bringer, Head Splitter. Design Work: fancy, simple, crude, or Dwarf: Fire Stone, Promised Iron, Black Steal, Forge Birthed, Iron Breaker, Soul Steal Condition: Brand New, Battle Damaged, Worn or Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) Alignment □ Good I will slay those who hurt others. Chaos Strength: Weak □ -1 Intelligence: Stunned 🗆 -1 I will slay the "Evil" □ Evil I will snuff out hope! **Dexterity** Shaky 🗆 -1 Wisdom: Confused □ -1 Starting Moves Sick □ -1 Constitution: Charisma: Scarred □ -1 **Search Past HP Max:** HP: When you attempt to remember something from your past, Roll + Wis. on a +10 you may ask 3 questions of the DM and gain +1 forward when using the Max HP = 8 + Constitution information, on a 7-9 you can ask 2 questions of the DM but you get the attention of something... unpleasant. On 6 or below you can either ask a question but the answer might be unhelpful or false, or you can gain full Damage: D_ + Armor: attention of the unpleasant awareness. Question: Tags: What are the creatures' abilities? • What are the creatures' weaknesses? • How can I protect thoses the creature is attacking? Race • What are the Creatures blindspots? What does the creature know about me? Dwarf When you **Search Past**, you can ask the guestion "What can I use **Host Possention** from this creature?" When you are picked up by a potential host. Roll+INT. On a +10 you dominate the host's body and have basic control over all functions. On a 7-9 🖵 Halfling you possess the host but the body loses something in the struggle. When you **Search Past**, you can ask the question "How can I

Unnatural Movement

Your movements are more eerie than intended due to your lack of familiarity with your host. When you are **Attached to your host**, take a -1 to **Parley**.

Unfeeling steel

You do not feel a need to eat, sleep, or drink. You don't feel any pain or any other sensory inputs from your host's body. The host body does still need these things but you don't feel a need to have them yourself.

Weapon Build

pick on of the three build types below to be your starting damage dice tag, and Sword Hp

☐ Light: 1d4, hand, ignore armor, 2hp. ☐ Medium: 1d8, close, Precise 5hp. ☐ Heavy: 1d10, close, messy 8hp. ☐ Ranged: 1d6, near, ammo 4hp. ☐ Shield: 1d4, messy, +1 armor, 10hp.

Bonds		
I want a wielder	like	
mi	ight be able to fix me.	
wi	ll make a great story to tell later.	
I would let	, wield me.	
I would not let _	ever wield me.	

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When you **Search Past**, you can ask the question "What does this

befriend the creature"

seduce this creature"

🖵 Angel

creature want'

communicate with this creature"

Gear	Coin: Load: /	
You start with: Dungeon Rations (ration, 1 weight), Uses left: Item (1 weight): A Mysterious note with a wax seal "-234" 10 Coins Choose 2: Leather Armor (1 armor, worn, 1 weight))	(100 coin = 1 weight) (Your Load is 12 + STR)	
☐ Shield(+1 armor, 2 weight) ☐ 5 Throwing knives(close, near, 0 weight) ☐ Eye (0 weight): It might be human?		
	:	
Advanced Moves (Level 2+)		
☐ Beckon	□ Charming Puppetry	
When you Are removed from your Host , you can try and enthrall anyone in a 20ft radius. Roll + Cha. On a +10 they pick you up with no questions asked. On a 7-9 The will pick you up only if you can give them	You have improved control over your host facial expression and gestures. When you Parley , gain +1 ignore Unnatural Movement .	
something important. Unbreaking Grasp You somehow physically tie yourself to your host. When someone tries to remove from host Roll+STR on a +10 you are kept in a safe grasp, on a 7-9 you pick one: • Take +1 damage • Take -1 to your next attack	 ☐ Arcane Puppetry You have improved control over your host natural arcana abilities. Roll+INT on a +10 you cast a spell choose 1 effect on a 7-9 you cast, but gain an unpleasant awareness. deal +1d4 damage Heal 1d4 damage Give someone +1 forward to their next move 	
Become stunned Improved Material	☐ Keen Puppetry You have improved control over your host's sensory inputs . When you Discern Realities take +1 to the roll	
When you Deal Damage , you add +1d4 Body Modification You improve your own body. Pick one from the enhancements below: Add tag Ignore Armor Add tag Forceful Add tag Stun Add +1 Damage Glow when known enemies are nearby Add an additional range to your weapon Double Ammo Capacity	Get one move from another class. Treat your level as one lower for choosing the move.	
Advanced Moves (Level 6+)		
Master Worked Replaces: Improvised Material When you Deal Damage, you add +1d8	Undying Puppetry When your Host's body dies, Roll+CON to try and bring them back. On a +10 they come back good as new. On a 7-9 they are sick, shaky and, weakend.	
☐ Commune You try and Talk to your unpleasant awareness, you roll+CHA, on a +10 you may ask the awareness 1 question on a 7-9 you can ask a question but the awareness wants something in return ☐ Entrolling presents	☐ Enchanting Puppetry Requires: Arcane Puppetry You can use your host arcane abilities to cast enchantments on yourself, Roll+INT, On a +10 pick 1 enchantment from Master Modification to use next round. On a 7-9 you cast but you gain an unpleasant awareness.	
Replaces: Beckon You have gained the ability to make your appearance irresistible to potential hosts. Roll+CHA, On a +10 all creatures within 20 feet of you will fight to pick you up. On a 7-9 only the weakest minded ones will pick you up. On a 6- all creatures within 20 feet will see you as threat	Temporary Puppetry You have gained the ability to Inhibit a host without parasitising their body. When you gain A New Host Roll+WIS. On a +10 the host retains most of their free will. On a 7-9 the puppetry is mishandled choose 1.	
☐ Master Modification You improve your own body. Pick one from the enhancements below: ☐ Summon to your hosts hand ☐ Set yourself alight and Deal +1d4 fire damage ☐ Gain +1d4 health whenever you kill somebody	 The creature loses control of one of their limbs The creature loses the ability to talk The creature loses the ability to see The creature loses the ability to hear 	
☐ Gain +13 to max HP ☐ Redirect an attack, gain +1 to Protect Someone ☐ Add an additional range to your weapon	☐ Remote Puppetry When you are removed from your host, you can Roll+INT to move the body as if you were still attached. On a +10 you can pilot the body like normal. On a 7-9 the body will only take verbal instruction and follow to the best of its ability.	